DC #40

DIRECT CURRENTS

BOOKS SHIPPING IN MAY

IN THIS ISSUE:

IMPACT COMICS LINE DEBUTS
meet a *new* line of super-heroes

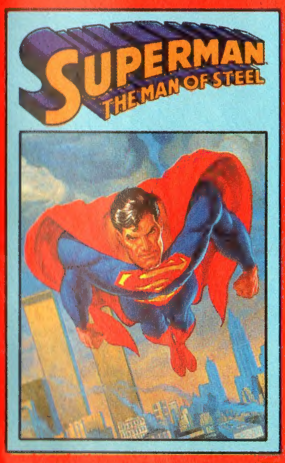
SUPERMAN: THE MAN OF STEEL
the premiere of the fourth monthly Superman title

OMAC #1
a new miniseries by John Byrne

BATMAN: FULL CIRCLE
the sequel to Batman: Year Two

STAR TREK®: THE MODALA IMPERATIVE
a Star Trek® miniseries takes off

PLUS...
an interview with OMAC's John Byrne



Cover of the Month
SUPERMAN: THE MAN OF STEEL #1

THE *IMPACT COMICS* LINE DEBUTS!

You might know their names, but you won't recognize this exciting new line of heroes from *anything* that has come before.

They are THE SHIELD . . . THE COMET . . . THE JAGUAR . . . THE FLY . . . THE WEB . . . and a mysterious character to be revealed at a future date . . . some of the most legendary super-heroes in comics history and the stars of DC's all-new **IMPACT COMICS** line!

The titles of Impact Comics are set outside the DC Universe, maintaining a tight continuity in their own "macroverse" of team-ups, crossovers and spin-offs in the months to come. While the names are the same as the heroes published by Archie Comics in the 1940s, everything else has changed! THE FLY, THE SHIELD, THE COMET, and the other Impact Comics heroes have been revamped and redesigned for the 1990s and beyond!

The Impact Era begins in **THE LEGEND OF THE SHIELD #1**. In this dynamic first issue, you'll meet Sgt. Joe Higgins, a.k.a. the super-powerful SHIELD—the military's newest secret weapon and America's greatest super-hero—as he undergoes his baptism of fire battling the man called Mann-X! THE LEGEND OF THE SHIELD is plotted and pencilled by Grant Miehm with dialogue by Mark Waid.

THE COMET and THE JAGUAR make their debut next month as the Impact Era continues!

THE LEGEND OF THE SHIELD. He's America's greatest super-hero . . . but he's only the *first* in the world of Impact Comics.

A.R.M.S. CONTROL CENTRAL, THIS IS "PROJECT" SHIELD REPORTING. FINAL TRAINING EXERCISE IS COMPLETE.
EXOSKELETON OPERATED AT OPTIMUM LEVEL...
...MANNEXALAR SUIT WEAVE PROVIDED MAXIMUM INVULNERABILITY...
...AND IF YOU'RE READING THIS RADIO TRANSMISSION, THEN ALL SYSTEMS ARE FUNCTIONAL.
FROM WHERE THIS SOLDIER STANDS--PROJECT SHIELD LOOKS TO BE A COMPLETE SUCCESS!

FROM • THE EDITOR

DIRECT CURRENTS certainly gets around, a fact evidenced by the following letter from a reader in New South Wales, Australia:

In a recent DIRECT CURRENTS, you stated that you'd run out of candidates for your interviews. I can't see how this can be, considering the vast talents in the DC offices. For example, I'd like to see a few interviews with colorists. The coloring of a comic book these days takes an artist in his/her own right, with the high-quality papers the books are printed on and the computer-generated or enhanced colors one can choose from. Let's hear how the colorists work, what guidelines they use in their choice of colors for a particular scene or page.

You also have many fine calligraphers in your company. Why not ask them to give us a rundown on what they do, how they do it, and what artistic touches they add to their work?

Yours sincerely,
Mark Dito

Mark makes a good point on an overlooked area of the comic book creative process. While we *have* run interviews with a colorist (Richmond Lewis) and a letterer (John Costanza) in past issues, there are many other talented individuals in those fields worth hearing from. As soon as space permits, we will get to them, as well as to people in DC's Production Department whose talents are deserving of the spotlight.

Paul

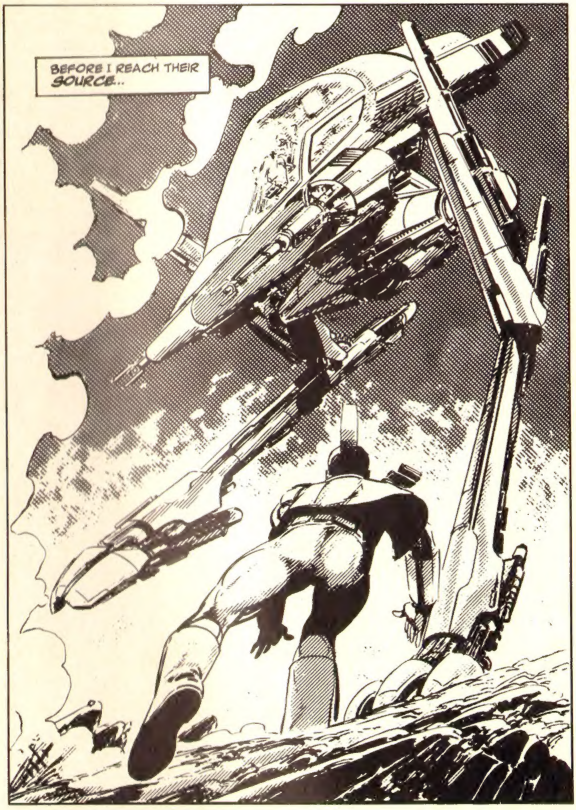
FROM OUT OF THE FUTURE . . . *OMAC*

In a not-too-distant future, the ultimate superhuman warrior, **OMAC—the One Man Army Corps**—fights his way across a war-ravaged landscape as giant armored vehicles terrorize the rag-tag populace.

Aided by his orbiting satellite companion and all-knowing protector, Brother Eye, OMAC fights for a world's survival as he seeks to end a twenty-year struggle with his arch-nemesis Mr. Big. When it becomes apparent that someone has altered the course of history and of time itself, OMAC finds himself caught up in a sweeping series of events that require him to travel back in time—resulting in a danger-filled time-travelling adventure that even *he* may not survive.

OMAC, created by Jack Kirby for DC Comics in 1974, is being revitalized for the 1990s by acclaimed writer/artist John Byrne in this 4-book Prestige Format miniseries, suggested for mature readers. The art on OMAC is being produced in **black-and-white** duotone.

OMAC . . . in order to save the future, he must destroy the past.



Paul Kupperberg, Writer/Editor

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STAR TREK: THE MODALA IMPERATIVE MINISERIES

To celebrate the success of its monthly STAR TREK series and the occasion of the show's 25th Anniversary, DC Comics presents a special 4-part miniseries starring the 23rd Century's greatest heroes—Captain James T. Kirk and the crew of the U.S.S. *Enterprise*!

In **STAR TREK: THE MODALA IMPERATIVE**, the Enterprise travels to the planet Modala to investigate its peaceful manner of planetary government. A closer look, however, reveals a world under a disturbing totalitarian rule. Moreover, the Modalan government has been provided with weaponry of off-world manufacture—but how, and by whom? Captain Kirk and Ensign Chekov take it upon themselves to investigate . . . and the answers they uncover are both ugly . . . and terrifying.

STAR TREK: THE MODALA IMPERATIVE will be published every two weeks with the story continuing 100 years later, in the STAR TREK: THE NEXT GENERATION miniseries following these four issues. The special is written by Michael Jan Friedman and features art by Pablo Marcos.

STAR TREK: THE MODALA IMPERATIVE . . . the voyage continues, but *this* journey is going to be stranger than most.

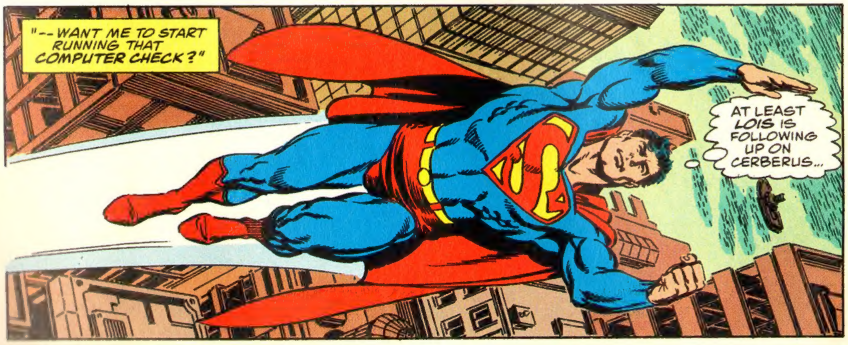
SUPERMAN: THE MAN OF STEEL... DC'S FOURTH SUPERMAN TITLE!

This month sees the premiere of the *fourth* monthly SUPERMAN title . . **SUPERMAN: THE MAN OF STEEL**, giving you the chance to pick up a new chapter in the continuing saga of The Man of Steel every week.

SUPERMAN: THE MAN OF STEEL will fit right into the tight, interwoven continuity of the other SUPERMAN titles, SUPERMAN, ADVENTURES OF SUPERMAN and ACTION COMICS. To add to the excitement of this event, the creative team on SUPERMAN: THE MAN OF STEEL consists of a writer and an artist doing their first work for DC Comics . . . writer Louise Simonson and penciller Jon Bogdanove, best known for their work on Marvel's *X-Factor*.

To celebrate the occasion, each of this month's SUPERMAN titles is a special 48-page issue with SUPERMAN: THE MAN OF STEEL also featuring art by the rest of the Super-Team, including Jerry Ordway, Dan Jurgens, Bob McLeod, Brett Breeding, and Dennis Janke. They are all on hand to launch the "Revenge of the Krypton Man" storyline, a four-part tale that spans all *four* of this month's SUPERMAN titles.

SUPERMAN: THE MAN OF STEEL #1. The World's Greatest Super-Hero just got greater!



THE DARK KNIGHT COMES *FULL CIRCLE*

Years before the Batman became Gotham City's champion, the night streets were defended by a brutal vigilante called The Reaper. When The Reaper returned to Gotham (the story of which was revealed in the best-selling BATMAN: YEAR TWO miniseries and trade paperback), he faced Batman in a duel to the death—and lost.

Now The Reaper is back.

Who is the new Reaper? Is he the same psychotic killer once defeated by Batman—or is someone new and even more *deadly* wearing the skull's-head mask? The Dark Knight must discover who hides behind that mask . . and when he does, he will unveil the final, terrible secrets behind the murder of his parents and of his own origin.

BATMAN: FULL CIRCLE is a Prestige Format one-shot written by Mike W. Barr, writer of the best-selling BATMAN: YEAR TWO miniseries, and features art by Alan Davis, artist on issues of BATMAN: YEAR TWO, and Mark Farmer, inker on Epic's *Alien Legion*.

BATMAN: FULL CIRCLE . . . the saga of The Dark Knight continues!

BATMAN ARCHIVES, VOL. 2 . . . AND MORE

The first appearance of Two-Face . . . the debut of the Penguin . . . four classic tales starring The Joker . . . these are only *some* of the surprises in the **BATMAN ARCHIVES, Volume 2**, which reprints the BATMAN stories from DETECTIVE COMICS #51-70 (including covers) in a beautifully designed, long-lasting smythe-sewn hardcover edition.

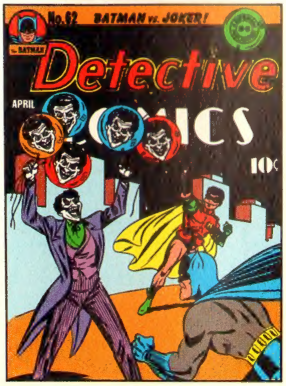
These Golden Age classics, written and drawn by Bob Kane, Bill Finger, Jerry Robinson and others, show the Batman as he evolves from a ruthless, two-fisted vigilante into the ultimate lawman and defender of Gotham City. All the artwork has been painstakingly and faithfully restored and recolored from the original issues of DETECTIVE COMICS—comics that would cost thousands of dollars to buy . . . *if* you could find them.

The 288-page high-quality hardcover BATMAN ARCHIVES, Volume 2 . . a priceless collection of classic comics that everyone can now own.

THE CATWOMAN trade paperback contains the complete 4-issue miniseries, written by Mindy Newell and featuring art by J.J. Birch and Michael Bair, relating the origin and early days of the deadly CATWOMAN. This 104-page trade paperback edition also features an introduction by Archie Goodwin and a beautiful painted cover by Brian Stelfreeze.

THE CATWOMAN trade paperback—the story of the sometime-villainess who haunts Batman's life . . . and not *only* for her evil deeds.

Also this month, DC represents the 1989 CATWOMAN miniseries, the spin-off from BATMAN: YEAR ONE, in **THE CATWOMAN trade paperback.**



BOOKS SHIPPING IN MAY

ADVENTURES OF SUPERBOY #18
A film festival at Shuster U. brings Superboy into the life of a new super-being from Japan who happens to be the star of the winning film. Written by Paul Kupperberg, with art by Jim Mooney and Kim DeMulder. Cover by Kevin Maguire and Ty Templeton. $1.25

ADVENTURES OF SUPERMAN #480
Part 3 of the 4-part "Revenge of the Krypton Man": Continued from SUPERMAN #57. The Krypton Man drags Superman toward Earth's newly red sun and certain death until Superman takes temporary refuge on the planet Mercury. Also, the red sun creates natural disasters that endanger the Kent/White sea cruise. Concludes in ACTION COMICS #667. All the SUPERMAN titles are double-sized, 48-page issues this month in celebration of the debut of SUPERMAN: THE MAN OF STEEL #1. Written by Jerry Ordway, with art by Dan Jurgens, Jon Bogdanove, Brett Breeding, Jim Mooney, Tom Grummett, Bob McLeod, Curt Swan and Ordway. Cover by Ordway. $1.75

ANIMAL MAN #37
While absorbing a lizard's powers, Animal Man assumes not only its abilities . . . but its consciousness as well. Then, the press starts to take a *very* close look at his strange life. Written by Tom Veitch, with art by Steve Dillon. Cover by Brian Bolland. *(New Format)* $1.50

BATMAN #464
Batman, Black Wolf and Dog join forces to prevent an horrific act of mystical vengeance deep in the caverns of the Grand Canyon, leaving the Dark Knight at battle's end with . . . a new partner? BATMAN is published twice monthly in May and June. Written by Alan Grant, with art by Norm Breyfogle and Steve Mitchell. Cover by Breyfogle. $1.00

BATMAN ARCHIVES #2
Featuring the Batman stories from DETECTIVE COMICS #51-70, this volume of early Batman tales includes the debut of the Penguin, the first appearance of Two-Face, and four tales of the Joker, in stories written and drawn by Bob Kane, Bill Finger, Jerry Robinson and other talents from the Golden Age of comics, with an introduction by MS. TREE and Dick Tracy writer Max Allan Collins. This deluxe volume features a five-color laminated dust jacket, foil-stamped case binding, and smythe-sewn archival paper. 288 pages. $39.95

BATMAN: FULL CIRCLE
The Reaper has come back to Gotham City and Batman must learn *who* is behind that fearsome mask of retribution and death. The answer to this question will lead The Dark Knight to the final, terrible secret behind the long-ago, brutal murder of his parents. BATMAN: FULL CIRCLE is the powerful sequel to the story from the legendary BATMAN: YEAR TWO. Written by Mike W. Barr, with art by Alan Davis and Mark Farmer. Cover by Davis and Farmer. 64 pages. *(Prestige Format)* $5.95

CATWOMAN TRADE PAPERBACK
The CATWOMAN miniseries—the spin-off from the classic BATMAN: YEAR ONE—is re-presented in one volume, featuring the origin and the early days of one of Batman's most unusual and seductive foes. The complete 4-issue series is included in this trade paperback edition, which also features an introduction by Archie Goodwin. Written by Mindy Newell, with art by J.J. Birch and Michael Bair. Painted cover by Brian Stelfreeze. 104 pages. $9.95

CHALLENGERS OF THE UNKNOWN #5
(of an 8-issue miniseries)
While the Challengers pursue their individual destinies, Moffet attempts to break the one *legitimate* story of his career—except now, it's too late for anyone to start believing this tabloid hack. Written by Jeph Loeb, with art by Tim Sale. Cover by Marc Hempel. *(New Format)* $1.75

THE DEMON #13
Guest-starring Lobo. After the coolest and most violent fight scene in the history of graphic storytelling, Etrigan and Lobo team up to top it off by destroying the Earth! Written by Alan Grant, with art and cover by Val Semeiks and Denis Rodier. *(New Format)* $1.50

CATWOMAN TRADE PAPERBACK

!MPACT™
COMICS
PREVIEW
THE IMPACT ERA STARTS HERE!

INTRODUCING THE LEGEND OF THE SHIELD

And you think you have problems with *your* father.

Brigadier General Marion Higgins is *not* a nice man. Manipulative and self-absorbed, he has staked his entire Army career on the success of Project: Shield. Its objective is the creation of a unique suit of armor that can turn its wearer into America's mightiest secret weapon. General Higgins, inspired by the exploits of the long-vanished star-spangled champion known as the original Shield, has made it his self-appointed mission to re-create this symbol of patriotic liberty. To achieve this goal, he is willing to sacrifice anything...including his *own son*.

Physically and psychologically, Second Lieutenant Joseph Higgins was the perfect candidate for Project: Shield, but his high rank precluded him from involvement. General Higgins took care of that by secretly framing and disgracing his own son, busting Joe down to Sergeant and turning him into an unwitting puppet.

Now that Joe has become the new Shield, General Higgins finds that his marionette is straining to break his strings. Joe Higgins will gladly fulfill his duties as an American champion, but will The Shield stay under his father's command... or become a soldier on the run? Can he even survive the onslaught of such enemies as The Weapon, the world's most dangerous commando, or Mann-X, an armored juggernaut under the command of the ruthless Arvell Hauser?

Plotted and pencilled by Grant Miehm, dialogued by Mark Waid and inked by Jeff Albrecht, THE LEGEND OF THE SHIELD is the first offering from IMPACT COMICS, and will be in comics shops the end of May.

IMPACT COMICS
LEGEND OF THE SHIELD
HERE'S THE COVER OF THE LEGEND OF THE SHIELD #1
STAND BY FOR THRILLS! HERE COMES YOUR PREVIEW OF THE LEGEND OF THE SHIELD #1

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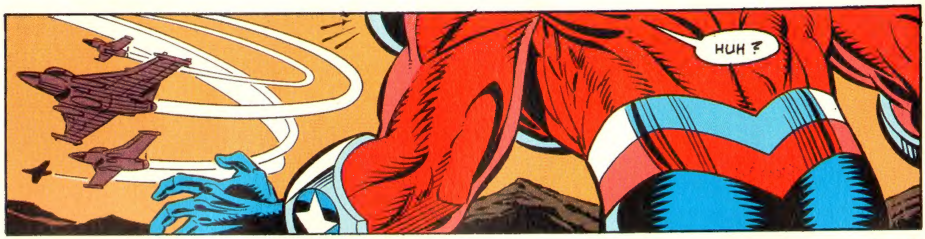
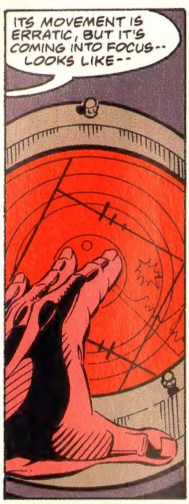
DC Comics Inc. A Warner Bros. Inc. Company **Printed in Canada.**

A.R.M.S. CONTROL CENTRAL.
16 MAY.
1100 HOURS.
GENTLEMEN! WELCOME TO THE FIRST TACTICAL DEMONSTRATION OF PROJECT: SHIELD!
YOUR FAITH IN A.R.M.S.--AND IN ME--HAS BEEN COMPLETELY JUSTIFIED. IN A MOMENT, YOU'RE GOING TO WITNESS THE MOST IMPRESSIVE DISPLAY OF MILITARY TECHNOLOGY EVER.
DON'T BREAK YOUR ARM PATTING YOURSELF ON THE BACK, GENERAL HIGGINS. IF WE JUDGE THIS OPERATION TO BE SUCCESSFUL, WE'LL LET YOU KNOW.
"SOME OF THE MOST IMPORTANT TOPKICKS IN AMERICA ARE HERE TO SEE YOUR BOY IN ACTION.
"LET'S GET THIS SHOW ON THE ROAD."
FORCE FIELD'S FULLY CHARGED. YOU'RE READY FOR WHATEVER THEY THROW AT YOU.
PROJECT: SHIELD HAS GIVEN YOU A CHANCE TO REDEEM YOURSELF, JOE. DO SOMETHING WITH IT.
MAKE YOURSELF PROUD. MAKE YOUR COUNTRY PROUD.
MAKE YOUR DAD PROUD.


HUH?

SGT. HIGGINS TO CONTROL CENTRAL-- THE F-16S HAVE VEERED OFF! IS SOMETHING WRONG?

AFFIRMATIVE, SIR! OUR GROUND RADAR IS SHOWING SOMETHING HUGE... AND UNAUTHORIZED!


ITS MOVEMENT IS ERRATIC, BUT IT'S COMING INTO FOCUS-- LOOKS LIKE--

SARGE! WATCH OUT!

IT'S RIGHT BEHIND YOU!

BA-THOOM

INTRODUCING THE COMET

He's the luckiest guy alive. Too bad he's in way over his head.

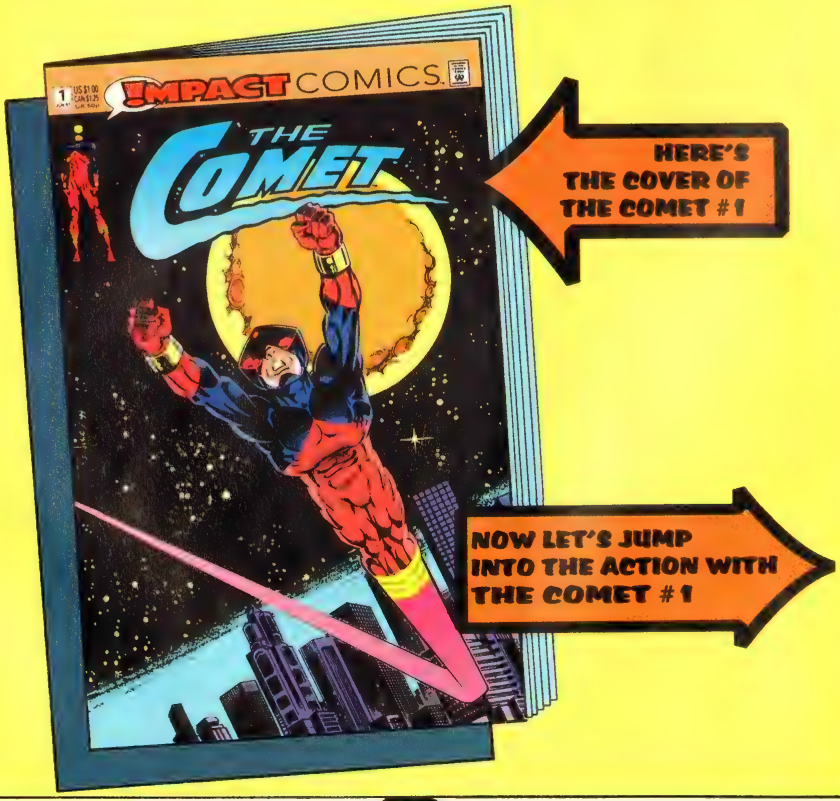
Twenty-year-old Rob Connors spent entirely too much time being afraid of things. Afraid of disappointment. Afraid of failure. And afraid of confronting his parents, who controlled his life and made all his decisions for him.

Then one day, fate gives Rob newfound courage when it bestows upon him incredible power. It was his mother who kept him from realizing his dream of becoming a baseball player. It was his father who decided that Rob should give up his social life and join them at their secluded Alaskan research lab. But then Rob himself comes back from a supply run one afternoon... and finds the lab in shambles and his parents nowhere to be found.

While investigating their odd disappearance, Rob falls prey to a bizarre accident that turns him into something super-human — a hero who can fly and project bolts of heat and tremendous energy. Still, this silver lining has a dark cloud, and even with these newfound abilities, the clues Rob Connors can find to his parents' whereabouts create more baffling questions than they answer. What exactly is the source of Rob's powers...and why doesn't his memory of the past two months jibe with reality?

To complicate matters, when Rob returns to his hometown of Evergreen, Washington, he finds the city living in fear of a homicidal killer named Applejack. With the help of his girlfriend, Rob adopts a costumed identity and becomes The Comet, hoping to bring Applejack to justice. He may succeed, but if he does, other opponents wait in the wings — foes such as Inferno the Living Arsenal, half-human, half-computer, all-deadly; the Wolf, a savage man-beast; and the Black Witch, whose mystical powers are almost as formidable a power as her sleek sexuality.

Plotted and drawn by Tom Lyle and dialogued by Mark Waid, THE COMET is the second offering from IMPACT COMICS, and will be in comics shops the beginning of June.



NEED ME TO USE MY LASER, CAPTAIN PIKE? I BET I COULD OPEN IT WITH MY LASER!
ZIP IT, GALLIFREY! IT'S JUST A PANSY LITTLE FOURSTEP MOLYBDENUM ALLOY! YOU'LL CRACK IT, RIGHT, CHARLES?
PIKE, YOU NIMNUL! PIKE! GYAHH...

HO! SUCCESSES! LO, AS DID THE CHAOTIC CLERICS WHO PLUNDERED THE LOST DUNGEONS OF NARANIA--
-- WE THUS CLAIM OUR PRIZE!
COOL!
KLATTU, GALLIFREY, QUESTOR--WE DEPART! STEALTHILY... QUIETLY... LIKE THE NINJAS OF OLD!

YOU'RE MISSING SCIENCE FICTION THEATER JUST TO RIP OFF THE COMPUTER LAB? FOR SHAME.
AAAAHH!

ALL RIGHT, GUYS--LET'S GO TALK TO CAMPUS SECURITY!
CHEESE OFF, BUCKETHEAD! JOEY, SOME HELP!
YOW!

EAT HOT LASER BEAM, PAL!
YOU CALL THAT A LASER BEAM?
3

NAH. THIS... THIS IS A LASER BEAM!
FLEE? I COUNT FOUR, AND YOU'RE ALL GOING TO JAIL!
AGENTS! FLEE!
WAIT! I WANNA SEE HOW THAT WORKS!
SIR, HOW DOES THAT WORK?
WHO CARES, JOEY?
NO NAMES, STEVE... OOPS!
HMMM. THAT GUY'S WEAPON IS A PROBLEM. MIGHT SEVER IT IF I FOCUSED A BEAM TIGHTLY ENOUGH. IT'LL CALL FOR SOME FINESSE...
NAH, THE HECK WITH FINESSE...
SPLAKK
4

INTRODUCING THE JAGUAR

Take a walk on the *wild* side.

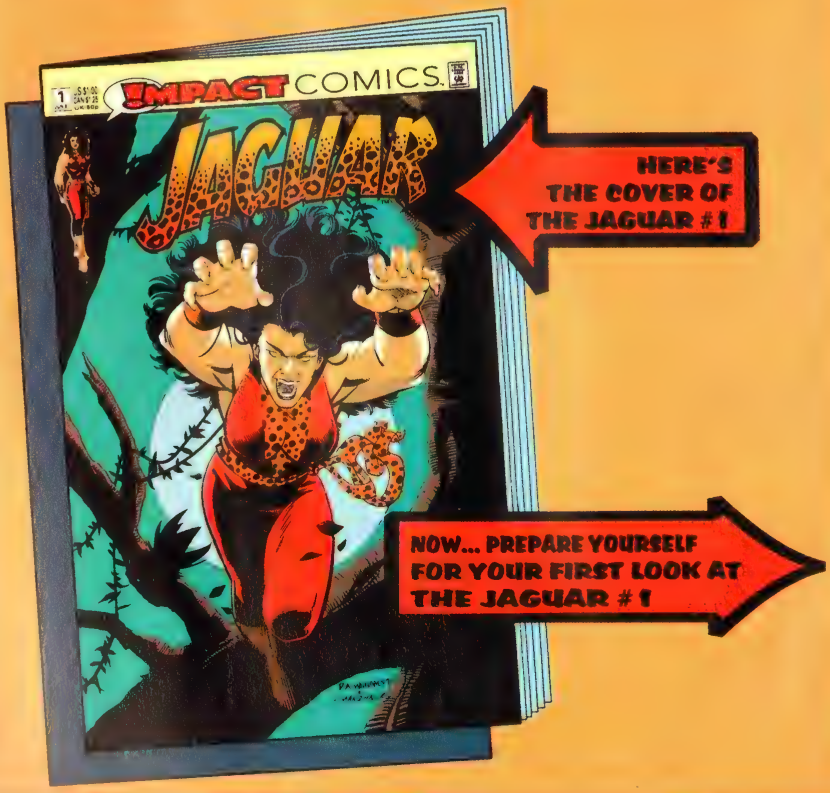
She knows the language but not the customs. She's pretty but not popular, educated but not experienced. She's Maria De Guzman, a seventeen year-old Brazilian girl who has come to study in the U.S., leaving her family and friends behind.

As a student at Elm Harbor University, Maria is quite the stranger in a strange land, but she also holds a strange secret...for when Maria sleeps, her dreams unlock the enigmatic doors to a bloodline legacy. Maria dreams of her Aunt Luiza, a warrior and protector of the land who long ago conjured forth the power to become a creature of jungle legend. When Maria awakens, she finds that she, too, can become that creature... the super-powerful Jaguar, a fierce, feral avenger of evil who commands vast strength and augmented senses.

The cool Maria finds herself excited by the fire The Jaguar lights in her soul and enticed by the animalism of her new alter ego. Meanwhile, the emergence of The Jaguar brings change to Elm Harbor as its people learn how the presence of a super-heroine affects the political, social and philosophical life of their small college town.

Maria will soon find that her ties with Elm Harbor run deeper than anyone would suspect. As she tries to uncover the mysteries that link The Jaguar with the university, she will cross paths with such criminals as The Invisible Terror, a freelance terrorist and assassin; Void, a living black hole; and Mark O'Cain, a bearded pirate who commands incredible magnetic powers.

Written by William Messner-Loebs and drawn by David Williams and José Marzan, THE JAGUAR is the third offering from IMPACT COMICS, and will be in comic shops in mid-June.



But once I started to run, that didn't matter.
The joyous SPEED! The wind was in my face as I loped...
And power rippled up my legs as I ran, in waves of ANIMAL PLEASURE...
Then, SUDDENLY, I was seized!
SSNNAARL!
16

My brain was on fire! This was the GHOST KNIGHT everyone feared...
I knew then he was the LEADER of these wilders...
Granting them protection so they can PREY on the innocent...
SHRACC
AH
RRROOAARR
17

INTRODUCING THE FLY

They never taught courses like this at *your* high school.

It wasn't Jason Troy's idea to take an ancient history class called "Man, Woman, and Myth"... but there he was, doodling and fidgeting and listening to a lecture that was about as intriguing as watching toast burn. His astounding lack of interest in historical legends was duly noted by his teacher, who pulled Jason aside after hours and gave him a special assignment: the chance to use his natural creative skills to conceive and design a contemporary hero, a champion for the 1990s.

Rising to the challenge, Jason creates The Fly, a winged, super-strong, costumed champion with paranormal powers. Jason's teacher was pleased with Jason's efforts... and rewarded him with a fly-in-amber amulet strangely evocative of The Fly's own chest emblem. Soon after, the teacher disappeared — and Jason discovers that the amulet can, on command, endow him with The Fly's costume and abilities!

In one magic moment, Jason realizes the ultimate in wish fulfillment. He finds that he can become an adult super-hero whenever the problems and concerns of a typical sixteen-year-old high-school student overwhelmed him. What he will soon discover, though, is that The Fly persona carries along with it its own set of adult-sized problems and choices as he protects the city of Crowns Pointe from menaces such as Arachnus, head of the town's criminal underground; the super-strong enforcer called Chromium; and General Mechanix, leader of the Robot Revolutionary Army.

Inspired by the work of Joe Simon and Jack Kirby, written by Len Strazewski and drawn by Mike Parobeck and Paul Fricke, THE FLY is the fourth offering from IMPACT COMICS, and will be in comics shops in early July.

I DON'T KNOW WHO OR WHAT YOU ARE...
...BUT NO ONE INTERFERES WITH A BURNOUT FIRE SALE!
MASTER BLASTER
ALL RIGHT, THEN...
...DRAW!
MASTER
BLAAP
WHOOPS! I GUESS THIS IS A TOY! UH... TIME OUT?
MASTER BLASTER©
THIS ISN'T A TOY, BUG-EYES, IT'S MY...
BAM
...CONCUSSION GRENADE GUN!
KABLAM
OOOOOO...!
19

KERASH!
WHOA! IS THAT ME? NO WONDER THIS GUY'S FREAKIN'. I LOOK LIKE A 3-D THRILLER, NOT A HERO!
I SHOULD BE TALLER, STRAIGHTER, MORE HUMAN!
HEY, IT'S HAPPENING!
THIS IS MORE LIKE IT. NOW, LOOK OUT, BURNOUT!
HEY, BIC-WICK! UP HERE!
BUZZ
HEY! WHERE YOU TAKIN' ME?
SOMEPLACE WHERE YOU CAN TAKE A GOOD LOOK AT WHAT YOU'VE DONE!
20

INTRODUCING THE WEB

The American public knows the Web as an armored hero who has been fighting crime for the past 25 years.

This is not true.

The Web is actually a *number* of men, all agents of a super-secret *government organization*. Assembled in the 1960s to investigate the disappearance of the group of super-heroes known as the American Crusaders, the WEB continued to act as a law enforcement agency over the following decade. Outfitted with hi-tech armor equipped to receive a special experimental broadcast power, the Web agents stepped in to keep the peace in situations where regular lawmen were outclassed and outgunned. Eventually, however, the Web lost much of its government funding and standing, becoming a largely forgotten branch force.

Now, with the appearance of such super-heroes as The Shield, The Comet, The Fly and The Jaguar, the Web has been restored to full operation. Its mission: to observe and monitor this new breed of super-crimefighter.

Over the coming months, agents of the Web will begin making contact with America's four new costumed heroes. They will also become aware of a *fifth* crimefighter whose motivations and methods will shock them — and *you*.

Written by Len Strazewski and drawn by Tom Artis and Bill Wray, THE WEB is the fifth offering from IMPACT COMICS, and will be in comics shops the middle of July.

HERE'S THE COVER OF THE WEB #1

HERE COMES YOUR SNEAK PREVIEW OF THE WEB #1

VRRRRRRRRR
OPEN UP OR I'LL CRACK YOU LIKE AN EGG!
KER-WHAMP
SCREEEEEE--
KRANG KRANG
WHOO'-CLUNK-CLUNK-
KA-BLAM

The Impact Era begins in May!

BOOKS SHIPPING IN MAY

DETECTIVE COMICS #631
A protector born of ancient magics and an old man's grief is out to save Gotham's underprivileged from the terrorist tactics of a Neo-Nazi street gang . . . but this protector kills, and Batman must find him before he kills again! DETECTIVE COMICS is published twice this month. Written by Peter Milligan, with art by Jim Aparo and Mike DeCarlo. Cover by Michael Golden. $1.00

DETECTIVE COMICS #632
An undead, unholy creature is running amok through the streets of Gotham City. Only by discovering the terrible secret behind its creation can Batman possibly stop it. DETECTIVE COMICS is published twice this month. Written by Peter Milligan, with art by Jim Aparo and Mike DeCarlo. Cover by Michael Golden. $1.00

DOOM PATROL #45
The grim-and-gritty vigilante loner called Beard Hunter is willing to kill for his ultimate trophy . . . the beard of Niles Caulder, the Chief. Written by Grant Morrison, with art by Vince Giarrano and Malcolm Jones III. Cover by Simon Bisley. *(Suggested for Mature Readers. New Format.)* $1.50

DRAGONLANCE™ Comics #32
Part 3 of the 3-part "Sword of the Kinslayer": Teen-aged Riva Silvercrown is pursued by her bewitched father, Lord Silvercrown, who must kill her to satisfy the demands of the evil being that now holds him within its power. Written by guest-writer Adam Blaustein, with art by Ron Randall and Randy Elliott. Painted cover by Wm. Michael Kaluta. *(New Format)* $1.75

ENEMY ACE: WAR IDYLL POSTER
The beautifully painted cover art of the ENEMY ACE: WAR IDYLL trade paperback is now also a glorious full-color 22" × 28" poster by ENEMY ACE writer/painter George Pratt. $5.95

FLASH #52
The I.R.S. offers Wally a way to work off his massive tax debt—all he has to do is capture a criminal money-man—but he doesn't count on his target's henchmen turning Central City into a war zone! Written by William Messner-Loebs, with art and cover by Greg LaRocque and José Marzan, Jr. $1.00

FLASH CAP
It's sure to be this summer's *tastest* growing fashion item . . . the FLASH CAP. The cap is made of red Supplex Nylon with the Flash comics logo embroidered on the front in yellow, white, black and metallic gold. One size fits all with an adjustable strap. Supply is limited to 3500. Don't be left behind! $11.95

FORGOTTEN REALMS™ Comics #23
Looking for that perfect home? Sandusk the Leprechaun has just the deal for you—a dream house in the mythical elfin city of Myth Drannor. So who cares if the city is cursed and in ruins? Well, Agrivar and Foxy for two! Together, they must stop Sandusk's scam. Written by Jeff Grubb, with art by Chas Truog and Dave Simons. Cover by R.A. Morales. *(New Format)* $1.75

GREEN ARROW #49
Oliver Queen learns some frightening and ancient rituals of Africa as he travels to a local village and becomes engulfed in a time-honored—though illegal—tradition. Written by Mike Grell, with art by Rick Hoberg and John Nyberg. Cover by Mike Grell. *(Suggested for Mature Readers. New Format.)* $1.50

GREEN LANTERN #14
Part 1 of a 4-part story: Beginning . . . a tale spotlighting John Stewart as he tries to validate the agenda of the Guardians of the Universe on the mosaic world of alien cultures known as Oa. Written by Gerard Jones, with art and cover by M.D. Bright and Romeo Tanghal. $1.00

HAWK & DOVE #26
Worried about Hawk's recent "crime spree," Dove reflects on her own past and is forced to question the team's future. Written by Barbara and Karl Kesel, with art by Greg Guler, Tom Grindberg, Rick Hoberg, Jerome Moore, Curt Swan, and Scott Hanna. Cover by Guler. $1.25

STRUCTURES
BUT WHAT DO I DO, WARGE? WHAT CAN I BUILD THAT WILL SUPPORT THE COSMIC VILLAGE?
GERARD JONES WRITER
M.D. BRIGHT PENCILLER
ROMEO TANGHAL INKER
ALBERT DE GUZMAN LETTERER
ANTHONY TOLLIN COLORIST
KEVIN DOOLEY ASST. EDITOR
ANDY HELFER EDITOR

GREEN LANTERN #14

BOOKS SHIPPING IN MAY

HAWKWORLD #13
Katar Hol's promotional tour for the Thanagarian museum exhibit takes him to New York City, where he teams up with Firehawk to take on the menace of Marauder. Written by John Ostrander, with art by Tom Mandrake. Cover by Graham Nolan. *(New Format)* $1.50

HELLBLAZER #43
John Constantine's search for a cure for his terminal illness leads him back to two old acquaintances: one a demon . . . and the other a whole lot worse. Written by Garth Ennis, with art by Will Simpson and Malcolm Jones III. Painted photo cover by Tom Canty. *(Suggested for Mature Readers. New Format.)* $1.50

JUSTICE LEAGUE AMERICA #52
See Blue Beetle vs. Guy Gardner in a boxing match where the loser not only has to throw in the towel—but must also resign from the Justice League! Plus, tragedy strikes when one of the JLAers is shot! Guest-starring Batman. Written by Keith Giffen and J.M. DeMatteis, with art by Trevor VonEeden and Randy Elliott. Cover by Kevin Maguire. $1.00

JUSTICE LEAGUE AMERICA ANNUAL #5
Armageddon 2001 continues! Waverider visits JLA Headquarters disguised as Captain Atom and learns where the JLAers are in the year 2001: Martian Manhunter possesses the secret to the universe, Guy is *everyone's* hero, Ice is an old maid, Fire is a licensing magnate . . . and one of them may be Monarch, the villain whom Waverider has travelled back through time to stop! Written by Keith Giffen and J.M. DeMatteis, with art by Steven Carr, Chris Sprouse, Darick Robertson, Kevin Maguire, Linda Medley, Ty Templeton, Dan Jurgens, Marshall Rogers, Joe Phillips, Joe Rubinstein and Bruce Patterson. 64 pages. Cover by Carr and Rubinstein. $2.00

JUSTICE SOCIETY OF AMERICA #4
(of an 8-issue maxiseries)
Vandal Savage consolidates his power and continues his plans toward world domination—this time opposed by the original Hawkman, as Savage's living constellation creature attempts to steal the power of the atomic bomb! Cameo appearance by the original Flash. Written by Len Strazewski, with art by Tom Artis and Frank McLaughlin. Cover by Tom Lyle. $1.00

JUSTICE LEAGUE AMERICA ANNUAL #5

KID ETERNITY #3
(of a 3-book miniseries)
Learn at last the true origin of Kid Eternity . . . and the strange fate of Jerry Sullivan is revealed as the Kid mounts his final assault on the forces of Order. Written by Grant Morrison, with art and painted cover by Duncan Fegredo. *(Suggested for Mature Readers. Prestige Format.)* $4.95

THE LEGEND OF THE SHIELD #1
The Impact Era begins now! Meet Sgt. Joe Higgins . . . The Shield, America's greatest super-hero . . . and the military's secret weapon. The Shield undergoes his baptism of fire in deadly combat with Mann-X! THE LEGEND OF THE SHIELD is the premiere title in the Impact Comics line from DC, establishing an all-new macroverse of heroic adventure. Written by Grant Miehm and Mark Waid, with art by Miehm and Jeff Albrecht. Cover by Miehm. $1.25

L.E.G.I.O.N. '91 #29
As Lobo violently handles some space-smugglers, Vril Dox makes his choice for a right-hand man. Dox's surprising decision is overshadowed when a military space shipment crashes on Cairn. Was Dox responsible for manipulating the accident? Lobo also appears this month in THE DEMON. Written by Alan Grant, with art by Barry Kitson. Cover by Dan Brereton. *(New Format)* $1.50

LEGION OF SUPER-HEROES #20
Earth's moon has been destroyed. And on Earth, the Science Police begin their rebellion against Earthgov and the Dominators who control it. Also, Brainiac 5 studies Celeste's new power, and Mysa reaches some startling conclusions of her own. Written by Tom and Mary Bierbaum and Keith Giffen, with art by Giffen and Al Gordon. Cover by Giffen. *(Deluxe Format)* $1.75

MS. TREE QUARTERLY #5
A series of brutal rapes and murders at Mike Tree's college brings Ms. Tree to campus. She must find the guilty party not only to serve justice—but to clear her stepson of suspicion! Story by Max Allan Collins and Terry Beatty. This issue's MIDNIGHT back-up story by Ed Gorman and Rick Burchett finds Midnight involved in the sleazy world of teenage prostitution as he rescues a young girl who thinks she's found a way out of her sordid life . . . through suicide. Painted cover by VIKING PRINCE's Bo Hampton. 64 pages. *(Suggested for Mature Readers. New Format.)* $3.95

THE NEW TITANS #77
The Titans Hunt makes its way to Russia where the group meets the *new* Red Star . . . and finds an old cybernetic comrade newly rebuilt but changed forever. Written by Marv Wolfman, with art and cover by Tom Grummett and Al Vey. *(Deluxe Format)* $1.75

BOOKS SHIPPING IN MAY

OMAC #1
(of a 4-book miniseries)
OMAC—the One Man Army Corps—is the ultimate fighting machine, a man possessed of superhuman abilities and aided by his satellite companion, Brother Eye. Fighting his way across a battle-ravaged future landscape, he's out to settle a score with Mr. Big—until a shocking discovery is made and history itself lies dangerously in the balance. Written and drawn in black-and-white duotone by John Byrne. Cover by Byrne. *(Suggested for Mature Readers. Prestige Format.)* $4.95

SANDMAN #28
Ownership of Hell has been decided . . . but the fate of Sandman's lost love, Nada, has yet to be determined. Written by Neil Gaiman, with art by Mike Dringenberg and George Pratt. Painted cover by Dave McKean. *(Suggested for Mature Readers. New Format.)* $1.50

SGT. ROCK #14
Re-presenting some of the most exciting war tales in the annals of DC Comics, featuring classic exploits of Easy Company and Enemy Ace. This issue features work by some of DC's most dynamic creators, including Robert Kanigher, Joe Kubert, Neal Adams and Jerry Grandenetti. Cover by Kubert. Now monthly. 48 pages. $2.00

SHADE, THE CHANGING MAN #13
Shade fights a life-and-death battle with the consciousness of the psychotic killer whose body he inhabits . . . and that body is both prize and battleground. Written by Peter Milligan, with art by Chris Bachalo and Mark Pennington. Painted cover by Brendan McCarthy. *(Suggested for Mature Readers. New Format.)* $1.50

SPELLJAMMER™ Comics #11
While Meredith and her crew take refuge in a dwarf citadel, Kirstig contemplates whether to challenge Meredith's leadership. Written by Adam Blaustein, with art by Joe Quesada and Dan Panosian. Cover by Quesada and Joe Rubinstein. *(New Format)* $1.75

STAR TREK® #21
Trapped on a planet embroiled in civil war, Kirk's life is complicated by the arrival of that world's deity. Also this month, to help kick off STAR TREK's 25th Anniversary celebration, is the STAR TREK: THE MODALA IMPERATIVE miniseries. Written by Howard Weinstein, with art by Gordon Purcell and Arne Starr. Cover by Jerome Moore. *(New Format)* $1.75

STAR TREK® ANNUAL #2
STAR TREK'S 25th Anniversary celebration continues with a special story that takes us back to Captain Kirk's early days at Starfleet Academy where he met some of the major influences in his life, including Matt Decker and Ben Finney, his first true love, Carol Marcus . . . and his humiliation at the hands of practical joker Finnegan. Written by Peter David, with art by James Fry, Curt Swan, and Arne Starr. Cover by Jerome Moore. 64 pages. *(New Format)* $2.95

STAR TREK®: THE MODALA IMPERATIVE #1
(of a 4-issue miniseries)
A reconnaissance mission to peaceful Modala reveals a very disturbing picture of totalitarian rule. The local government is using weaponry that is obviously of off-world manufacture, so Kirk and Chekov investigate—and uncover some ugly surprises. The 4-part MODALA IMPERATIVE is published biweekly and its story continues, 100 years later, in the upcoming STAR TREK: THE NEXT GENERATION miniseries. This miniseries is a tie-in with the STAR TREK 25th Anniversary celebration. Written by Michael Jan Friedman, with art by Pablo Marcos. Cover by Adam Hughes and Karl Story. *(New Format)* $1.75

STAR TREK® ANNUAL #2

BOOKS SHIPPING IN MAY

STAR TREK®: THE NEXT GENERATION #21
The crew of the *Enterprise* mourns its missing members, whom they believe are dead. If things don't improve soon, Riker *will* die—trapped in the shuttle that's lost in space. Written by Michael Jan Friedman, with art by Peter Krause and Pablo Marcos. Cover by Jerome Moore. *(New Format)* $1.75

STARMAN #36
Starman lends his super-powered energy to Kitty Faulkner's top-secret experiment—putting them both in great peril from the international crime cartel Les Mille Yeux, which is prepared to kill for the results of Faulkner's experiment. Written by Len Strazewski, with art by Dave Hoover and Scott Hanna. Cover by Hoover. $1.00

SUPERMAN #57
Part 2 of the 4-part "Revenge of the Krypton Man": Continued from SUPERMAN: THE MAN OF STEEL #1. The Krypton Man earns the trust of Metropolis, creating deep frustration for Superman. Meanwhile, the Krypton Man decides that if Superman will not assume his destiny as the Last Son of Krypton—then he must kill the Man of Steel and take over the role himself! Also: Jimmy Olsen is laid off from *The Daily Planet*, and the Kents and the Whites set off on their sea cruise. "Revenge of the Krypton Man" is a 4-part story which began in issue #1 of the all-new SUPERMAN: THE MAN OF STEEL and continues in ADVENTURES OF SUPERMAN #480. Written by Dan Jurgens, with art by Jerry Ordway, Jon Bogdanove, Tom Grummett, Dennis Janke, Jurgens, Brett Breeding, and Bob McLeod. Cover by Jurgens and Breeding. 48 pages. $1.75

SUPERMAN: THE MAN OF STEEL #1
Beginning—an all-new monthly SUPERMAN title, featuring part 1 of the 4-part "Revenge of the Krypton Man": Over a year ago, Superman fought the urge to become the Krypton Man . . . now the Krypton Man is born anew from the Earth's fiery sun, where the Man of Steel buried the mysterious Kryptonian Eradicator! In the wake of the rebirth of his nemesis, Earth's yellow sun begins turning red—causing natural disasters planetwide! Continues in SUPERMAN #57. Written by Louise Simonson, with art by Jon Bogdanove, Brett Breeding, Dennis Janke, Dan Jurgens, Bob McLeod, and Jerry Ordway. Cover painting by Bogdanove. 48 pages. $1.75

SUPERMAN: MAN OF STEEL TRADE PAPERBACK
The collected edition of John Byrne's landmark revitalization of THE MAN OF STEEL, from the miniseries of the same name, can still be yours . . . and with the debut this month of the fourth ongoing SUPERMAN monthly title, SUPERMAN: THE MAN OF STEEL, now is the perfect time to acquaint yourself with the story that started it all, written and pencilled by John Byrne (whose OMAC miniseries also makes its debut this month) and inked by Dick Giordano. $12.95

SWAMP THING #109
The Quest for the Elementals concludes with an epic struggle against Matango in the heart of the Grey. When it is over, the Parliament of Trees will be changed forever . . . setting the stage for a new era for Swamp Thing, Abby and Tefé. Written by Doug Wheeler, with art by Mike Hoffman. Painted cover by Ian Miller. *(Suggested for Mature Readers. New Format.)* $1.50

TWILIGHT #3
(of a 3-book miniseries)
The conclusion of TWILIGHT finds the power-mad Tommy Tomorrow and his band of outlaw Planeteers staging a full-scale assault on the sacrosanct legions of the immortal Karel Sorensen, late of the Star Rovers. Will she fight even though she has dedicated her life to peace? She may not have a choice when Tommy and his renegades start cutting up her fleet, and Tommy becomes even more powerful than she. What can Karel do with only her blind compatriot, Homer Glint, and his telepathic cat to defend her? Written by Howard Chaykin, with art and cover by José Luis Garcia-Lopéz. *(Suggested for Mature Readers. Prestige Format.)* 48 pages. $4.95

WHO'S WHO #11
Everybody's favorite loudmouth, GUY GARDNER, graces this month's cover by Joe Staton and José Marzan, Jr. Another all-star line-up of characters both new and old, all by your favorite artists! Included this month: Big Barda by Adam Hughes and Karl Story, L.E.G.I.O.N. '91 by Barry Kitson, Two-Face by Chris Sprouse, Dr. Light by Brian Stelfreeze, plus *both* Mr. Miracles, and many, many more! 48 pages. *(Deluxe Loose-Leaf Format)* $4.95

WONDER WOMAN #56
The new era of peace between Patriarch's world and the Amazons is in jeopardy as Wonder Woman faces the agonizing decision to break Amazon law in order to save her sisters. Written by George Pérez, with art by Joe Phillips and Romeo Tanghal. Cover by Pérez. $1.00

WORLD WITHOUT END #6
(of a 6-issue miniseries)
Humanity *may* be able to continue as a valid life-form . . . but only if Brother Bones and Rumour can overcome their mutual hatred. Written by Jamie Delano, with painted art and cover by John Higgins. *(Suggested for Mature Readers. New DC Comics Format.)* $2.50

people at WORK

JOHN BYRNE

To the majority of comics fans, John Byrne needs no introduction. His work on such projects as the revitalization of Superman for DC Comics, and his stories and/or art on such titles as BATMAN, *The X-Men*, *Fantastic Four*, and *She-Hulk* for Marvel has made him one of the most popular creators currently at work in comics today.

Now John is turning his talent for revitalizing characters to one of Jack Kirby's classic creations for DC from the early 1970s in the four-issue OMAC Prestige Format miniseries, which makes its debut this month. DIRECT CURRENTS spoke to John about his life and his work, past and present.

"I was born in 1950, at an early age, in a town in England called Walsall, but I was only *born* there because that's where the maternity home was. I took 24 hours to arrive . . . which is why I'm an only child.

"I lived in a town called West Bromwich until I was roughly eight years old. I say roughly because we emigrated to Canada when I was four, but my mother decided she hated it, so we went back to England, where we stayed for a couple of years more, until she decided she hated Canada *less* than she hated England and so we moved back to Canada, where we finally settled when I was eight."

John's introduction to comic books came, appropriately enough, when he discovered the 1950s Superman television show on the BBC. "The Superman TV series inspired me to purchase the comics, which was some kind of reprint book, with a Superboy story, a Johnny Quick story, and a Batman story. I bought that comic because Superboy was the connection, but it was also my first exposure to Batman.

"I started drawing before that, though. I've been drawing since I was a mere wisp of a boy. The oldest existing John Byrne original was done when I was about three years old. My paternal grandfather, Frederick Byrne, who was a turn-of-the-century English music hall comedian, used to sit me on his lap and hold my hand and draw.

"Anyway, my mother would freak out every time I wanted to buy a comic book, as mothers will do. So I was buying maybe, oh, five titles a month, if I was lucky . . . and then an event happened in the early '60s that changed my entire life. I started reading Marvels. Marvel was responsible for my staying with comics longer than I probably would have. But they were also responsible for my finally stopping when I was about 15, so it all balances out. I didn't come back until I started seriously thinking about getting into comics as a job. Fortunately, I came back at just the right time for DC, because I hit all that Kirby stuff, with The Demon, The New Gods, all the really hot stuff."

John was not, however, thinking about getting into the business as an *artist*. "I thought of myself as a writer. I *still* think of myself as a writer who draws, rather than as an artist who writes. The main problem with trying to be a writer, though, is that

it's harder to impress people by flashing typed pages in front of them than it is to flash reasonably good art. So I wrote about 5000 totally worthless novels and three million even more worthless short stories, honing my craft, until somebody said, 'That isn't working, why don't you go to art college?' So I did. I went to the Alberta College of Art.

"I did two and a half years of a four-year course . . .", subsequent to my leaving, a lot of my fans wrote and said 'How come you never stay on anything?' But seriously, I left when the school and I sort of mutually agreed that they didn't know what the heck to do with me. I was majoring in fine art . . . they were going to turn me into a painter when I should have been taking advertising art, as I originally intended. But the deputy head of the college conned a whole bunch of us into taking fine arts because he was a fine artist himself.

"My first job out in the cold, cruel world of art was as a sign designer, but I was still working on my cartooning in my spare time. I was a closet cartoonist . . . and I mean that literally, because my one-bedroom apartment had no room for a studio, so I kept my drawing board in a large, walk-in closet and sat there to draw my cartoons and comic books."

John's big break in comics came about as a direct result of his participation in comics fandom in the early 1970s. "I was doing some stuff for fanzines during my fan year . . . well, my fan eleven months. I worked mostly for a fanzine out of Indiana called CPL, one of the classier acts, out of which came such professionals as Roger Stern, Bob Layton, Roger Slifer, and Duffy Vohland. I did something called Rog-2000 for them, a little robot character they turned into the fanzine's mascot.

"Nick Cuti, who was then the editor at Charlton, approached me at my first New York convention and asked me if I would be interested in doing Rog as a back-up for E-Man.

"After that came out in the back of *E-Man*, I got my very first comic book, which was, yes . . . *Wheelie and the Chopper Bunch*! I was also doing *Doomsday Plus One* and *Space: 1999*, until one day Chris Claremont called me up and said, 'Pat Broderick says his cat's eaten the latest issue of *Iron Fist*. If you can do it in a week, it's yours.' I did and it was, and over the next several months, my work for Charlton lessened and the work for Marvel increased. I did *The Champions, Marvel Team-Up*, which was the *first* place I did The X-Men. The second place I did The X-Men was in *Iron Fist*. The third place I did The X-Men was in *The X-Men*, which I got by threatening everybody at Marvel with bodily harm if Dave Cockrum ever left and they gave it to anybody else. It seems to have worked.

"During and after my stint on *X-Men*, I also did *The Fantastic Four, Marvel Team-Up, Captain America* . . . after that, I did just about everything. I usually sum up my career at Marvel by saying I *haven't* done Dr. Strange.

"It was when I was doing *Fantastic Four* that, through no fault of my own, I ended up doing everything on the book, which was when I started thinking of myself as an inker as well. Although I'd inked all my Charlton stuff, and did the lettering too, it wasn't until Marvel started paying me *real* money that I thought of myself as *officially* being an inker. Now that I've started doing my own lettering again, I've come full circle."

From Marvel and Fantastic Four, John came over to DC to take on one of the most famous, and his favorite, characters. "For ten years, since the first Superman movie came out, I'd been going around saying DC wasn't doing Superman right. Well, events came together all at the same place, and Dick Giordano called me up and said, 'Okay, put your money where your mouth is.'

"I was on Superman for two years—two years *real* time, but remember, I was doing *three* titles. I think Roger Stern toted it up one time that I did 78 Superman or Superman-related stories in those two years. So effectively I did over six years of a monthly book in two years' time.

"I was kind of burned out on Superman after that, and I went back to Marvel and immediately sought out the most obscure titles I could find, which turned out to be *West Coast Avengers* and *She-Hulk*. After all the attention on Superman, I consciously went after something nobody would notice. But various things happened that caused me not to stay on them too long, and as a result of that, various DC projects came to happen, which brings us to OMAC.

"OMAC was the last book of the Kirby wave in the early '70s, as I recall. I always felt it was the most bleak of the Kirby creations, that the world he'd depicted as coming was a place you *wouldn't* want to be, which was very different from what Jack had done in New Gods and the like. It was that element of it that was appealing to me when Jonathan Peterson, knowing my fondness for Kirby's work, mentioned OMAC. I said, 'Why OMAC?' It really seemed like everything that *could* be done with the character *had* been done, until I actually sat down and thought about it. I said, 'You know, if I were to do *this*, all *that* would happen.' It was one of those cases of finding that first domino to knock over.

"I'm doing OMAC, with the art in black-and-white duotone, as a time travel story. I love time-travel stories. They're my favorite in the world. We come in on a really awful, grim, and gritty destroyed, blasted, nasty *blecch* place that seems to have very little to do with the world that's coming —and, in fact, turns out not to have *anything* at all to do with the world that's coming, because one of the bad guys got himself a time machine and has gone back and changed history. The Global Peace Agents, who were introduced in the Kirby series, have managed to capture the time machine, grab OMAC, and send him back to fix time."

And after OMAC? John assures us he has "a whole bunch of stuff . . . none of which is nailed down. But, you know, I've played with both the DC and Marvel Universes, and had lots and lots of fun doing so, but I'd really like to create my *own* comics universe to play in. I think that would *really* be fun."

It's a tossup as to *who* would have the most fun—John, by creating that universe, or his fans in reading what comes out of his fertile imagination.

OMAC

From DC's Archives, the cover of OMAC #6 (September–October, 1974), the comic that introduced the Jack Kirby creation whose revitalization kicks off this month in the OMAC Prestige Format miniseries by John Byrne.